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## AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

## **LISTING OF CLAIMS:**

1. (Currently amended): A method for adding user-provided content to a content object stored as a plurality of content entities in a data repository, comprising the steps of:

a user defining the content object by a list of content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

adding the identifier of the user-provided content to the list, whereby the user-provided content is added to the content object,

wherein the user-provided content is content supplied or created by the user.

- 2. (Previously Presented): The method of claim 1, further comprising the step of receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and inserting the identifier into the list at that location.
- 3. (Original): The method of claim 2, further comprising the steps of providing a user interface communicating with the data repository, and providing mechanisms for receiving the user-provided content and specification of a desired location through the user interface.

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4. (Currently amended): A method for adding user-provided content to a hierarchically structured content object stored as a plurality of content entities in a data repository, comprising the steps of:

a user defining the content object by a hierarchical outline of containers and content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

adding the identifier of the user-provided content to the outline, thereby adding the user-provided content to the content object,

wherein the user-provided content is content supplied or created by the user.

- 5. (Previously Presented): The method of claim 4, further comprising the step of receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and inserting the identifier into the outline at that location.
- 6. (Original): The method of claim 4, wherein the user-provided content comprises a content entity.
- 7. (Original): The method of claim 4, wherein the user-provided content comprises a container.
- 8. (Original): The method of claim 5, further comprising the steps of providing a user interface communicating with the data repository, and providing mechanisms for receiving the user-provided content and specification of a desired location through the user interface.
- 9. (Currently amended): A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for

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adding user-provided content to a content object stored as a plurality of content entities in a data repository, comprising the steps of:

a user defining the object by a list of content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

adding the identifier to the list, whereby the user-provided content is added to the content object,

wherein the user-provided content is content supplied or created by the user.

- 10. (Previously Presented): The method of claim 9, further comprising the step of receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and inserting the identifier into the list at that location.
- 11. (Original): The method of claim 10, further comprising the steps of providing a user interface communicating with the data repository, and providing mechanisms for receiving the user-provided content and specification of a desired location through the user interface.
- 12. (Currently amended): A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for adding user-provided content to a hierarchically structured content object stored as a plurality of content entities in a data repository, comprising the steps of:

a user defining the content object by a hierarchical outline of containers and content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

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adding the identifier to the outline, thereby adding the user-provided content to the content object,

wherein the user-provided content is content supplied or created by the user.

- 13. (Previously Presented): The method of claim 12, further comprising the step of receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and inserting the identifier into the outline at that location.
- 14. (Original): The method of claim 12, wherein the user-provided content comprises a content entity.
- 15. (Original): The method of claim 12, wherein the user-provided content comprises a container.
- 16. (Original): The method of claim 13, further comprising the steps of providing a user interface communicating with the data repository, and providing mechanisms for receiving the user-provided content and specification of a desired location through the user interface.
- 17. (Currently amended): A system for adding user-provided content to a content object stored as a plurality of content entities in a data repository, comprising:

means for defining the object by a list of content entity identifiers;

means for receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

means for adding the identifier to the list, whereby the user-provided content is added to the content object,

wherein the user-provided content is content supplied or created by the means for defining the object.

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- 18. (Previously Presented): The system of claim 17, further comprising means for receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and means for inserting the identifier into the list at that location.
- 19. (Original): The system of claim 18, further comprising a user interface communicating with the data repository, and a mechanism for receiving the user-provided content and specification of a desired location through the user interface.
- 20. (Currently amended): A system for adding user-provided content to a hierarchically structured content object stored as a plurality of content entities in a data repository, comprising the steps of:

means for defining the content object by a hierarchical outline of containers and content entity identifiers;

means for receiving user-provided content, assigning it an identifier, and storing it with its identifier in the data repository; and

means for adding the identifier to the outline, thereby adding the user-provided content to the content object.

wherein the user-provided content is content supplied or created by the means for defining the content object.

- 21. (previously presented): The system of claim 20, further comprising means for receiving a user-provided location for inserting the identifier of the user-provided content into the content object, and means for inserting the identifier into the outline at that location.
- 22. (Original): The system of claim 20, wherein the user-provided content comprises a content entity.

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- 23. (Original): The system of claim 20, wherein the user-provided content comprises a container.
- 24. (Original): The system of claim 21, further comprising a user interface communicating with the data repository, and a mechanisms for receiving the user-provided content and specification of a desired location through the user interface.
- 25. (Previously Presented): The method of claim 1, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.
- 26. (Previously Presented): The method of claim 4, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.
- 27. (Previously Presented): The program storage device of claim 9, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.
- 28. (Previously Presented): The program storage device of claim 12, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.
- 29. (Previously Presented): The system of claim 17, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.

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- 30. (Previously Presented): The system of claim 20, wherein the received user-provided content is not part of the content object and wherein the plurality of content entities define the content object as a compilation of related content.
- 31. (new): A computer-implemented method for adding user-provided content to a custom content object stored as a plurality of content entities in a digital library having a library server, and one or more object servers, the method comprising the steps of:

defining the custom content object by a list of content entity identifiers;

receiving user-provided content, assigning it an identifier, and storing it with its identifier in the one or more object servers; and

adding the identifier of the user-provided content to the list, whereby the user-provided content is added to the custom content object;

storing said custom content object in said one ore more object servers;

storing attribute information concerning the custom content object in said one or more object servers; and

storing information specifying the custom content object and the attribute information in the library server.